

Nick Hart

Software Engineer

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I'm a mission-driven, quality-oriented software engineer that loves creative problem solving. From my background in production design, I bring the same collaborative and creative spirit through in my development work.

Projects

NewsHub

[GitHub Repo](#)

An application designed to make news more accessible, using the News API and i18next for internationalization. Choose your language, choose your category, and see the news that's relevant to you. Ongoing solo project.

Tech: React, i18next, CSS, React Testing Library

Exquisite Corpse

[GitHub Repo](#)

Odd name, fun game. A digital version of one of Frida Kahlo's favorite games where you start a story, pass it on to someone else, and have them continue it with only your last sentence to go off of. Completed with a group of 4.

Tech: React, SASS, Express, Knex, PostgreSQL

Overlook

[GitHub Repo](#)

A hotel management application. Search available rooms, make bookings, and see bookings data. Solo project.

Tech: JavaScript, HTML, SASS, Mocha/Chai

Experience

Sales Associate - REI Austin-Gateway

Provided polite and authentic customer service to drive sales and ensure customer satisfaction and retention.

Sound Designer - Street Corner Arts

Designed and developed award nominated designs that met theatrical productions' creative and technical needs.

Music Instructor - Lockhart ISD

Facilitated rehearsals, auditions, and performances, instructed students, and ultimately oversaw the percussion's highest competitive success in history.

Skills

Frameworks/Languages

- TypeScript
- React, Redux & React Router
- React Native
- HTML/CSS
- SASS/SCSS
- React Testing Library & Jest
- Mocha/Chai
- Express

Systems/Practices

- Git Version Control
- Test Driven Development
- OOP

Education

Turing School of Software & Design

Invested over 1500 hours across seven months to become a job-ready front end engineer.

Texas State University

BFA in Technical Production, 2018